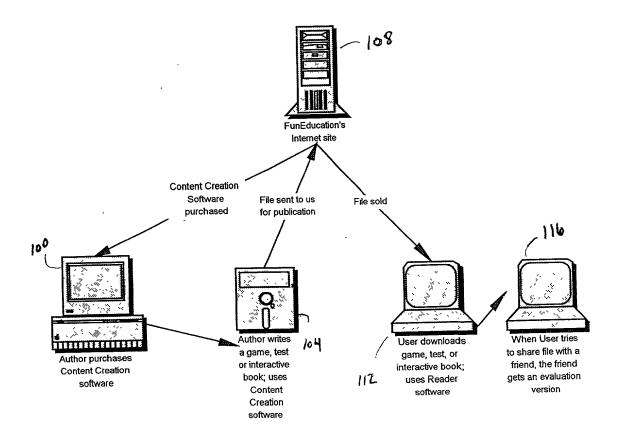


FIGURE 1



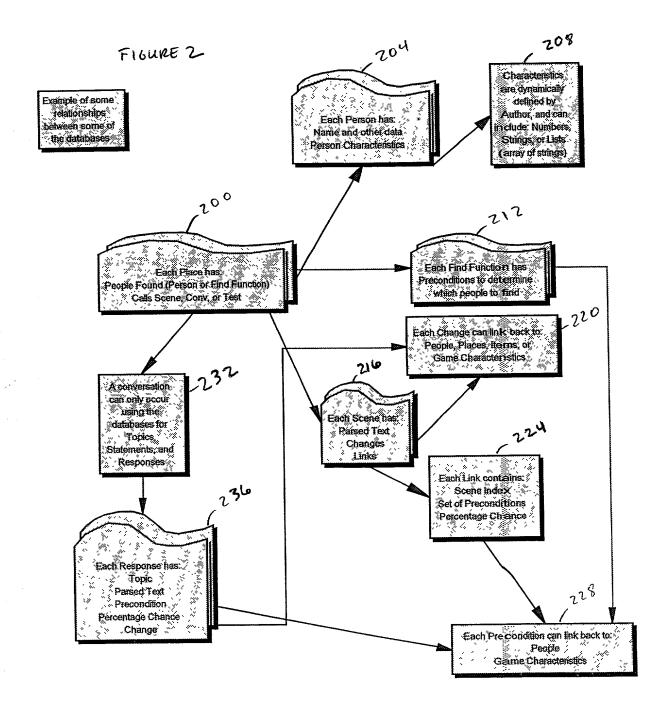
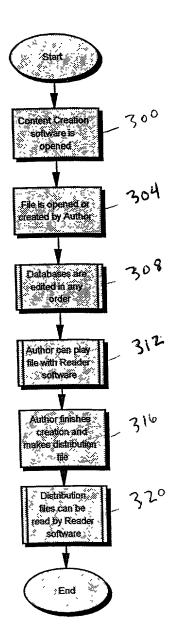
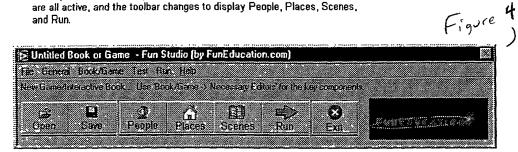


FIGURE 3



Two views of the Writer software.

The top view is for making an interactive book or game. The menu bars are all active, and the toolbar changes to display People, Places, Scenes, and Run.



The bottom view is for making a simple test. The toolbar changes for a test view.

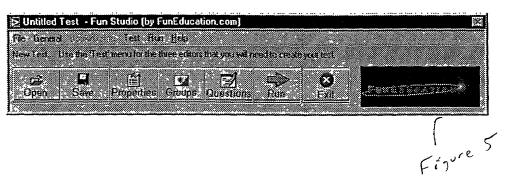
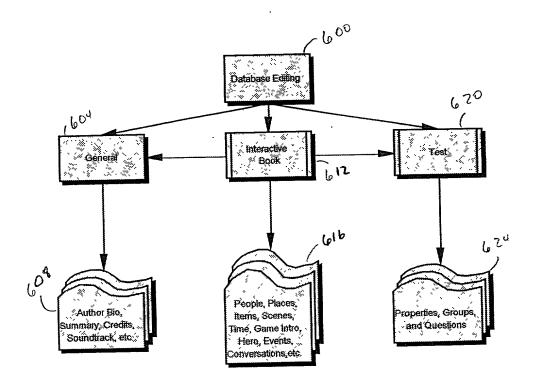
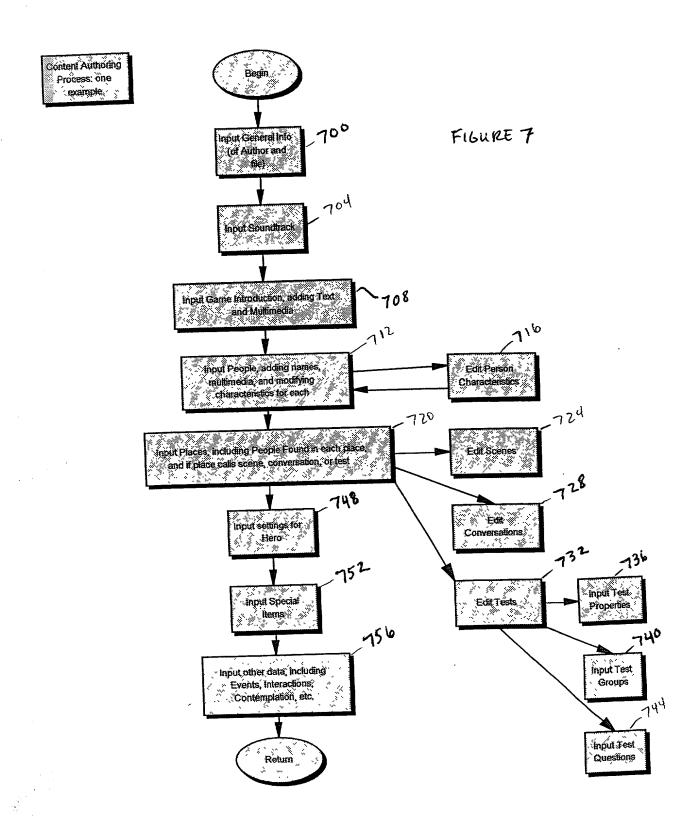
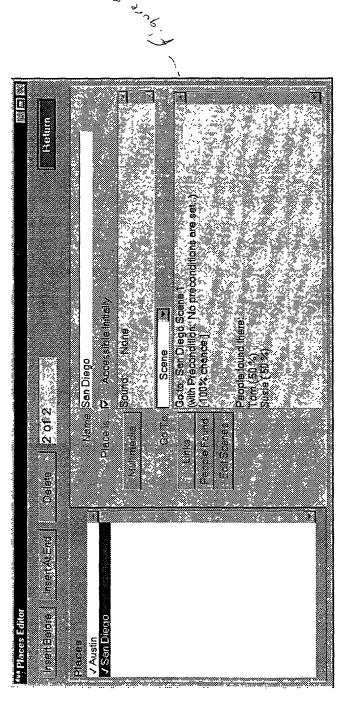


Figure le







Person Editor		5-5-7	
insert Detaile 3.of 3			teturn
People Tom ⊡			
John Susie	Name	Susie	
Cdale	Mullmedia	Sound None	
	Edithis Person	1) age = 28.00 2) race = white	-
	EGICE 1931 ETSESS	3) sex = female	
		4) money • 15,00	
	To modify		
	To modify: characteristics for all people.		
	click below		
	Characteristics		
			П

Figure 9

Figure 10 Person Characteristics Editor Tot 4 Insert Delete Return Characteristics 608 ⊏race Integer Type Number ⇔sex Default Value 25 • money MAX (100.00 Min (0.00 You should type in a default value for the number, as well as the minimum and maximum that the number could ever be in the game. The game's engine will keep all characteristics in the range that you set.

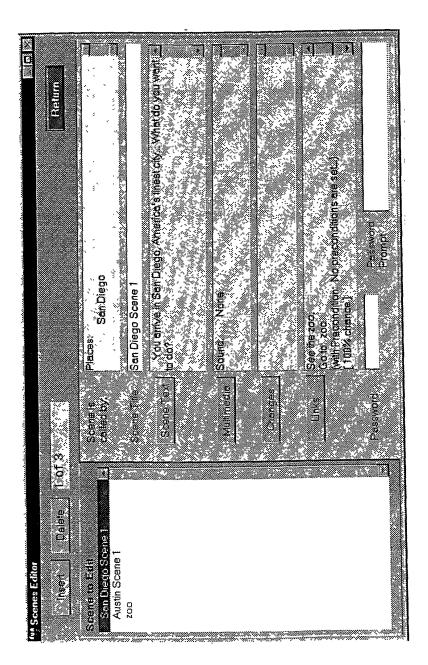
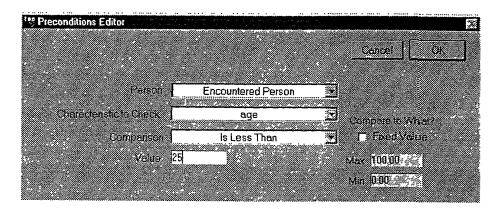


FIGURE 11

				FIGURE 12
	Fretum	Game Characteristic Retson	tien.	NOTE: The tilde symbol (*) is a special character that should not be used in your text (except when using special text).
(the Parser	Type in any text that you want the user to see. Use the buttons on the right to add special text You run into ""Pe" Encountered Person" Name", who is	wakniy in a very stange indiner "Oh, hello, ~~Pe^Hero^Name^~ thought that was you What are you doing in ~~P!^Current Place~Name~~?"	And you say	

Preconditions Editor		
Insert Person Precondition Defet	e Cencel CX	
Insert Genue Precondition	(All must be true for event to accur. Diamond symbol indicates a Person Preconcition.)	
Preconditions Necessary ◆ Encountered Person's lage is less the		FIGURE 13
.◆Hero's 'sex' ⇒ 'male'		

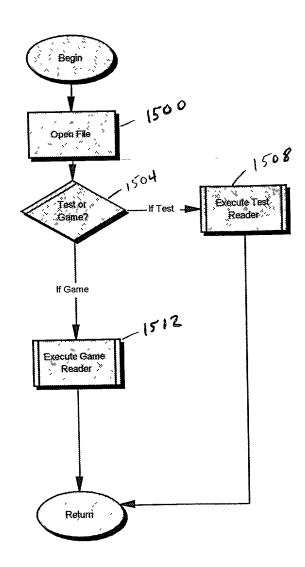
The top screenshot shows how the user can create a set of preconditions. The bottom one shows how each precondition is made. All information for the preconditions is pulled automatically from the appropriate databases.



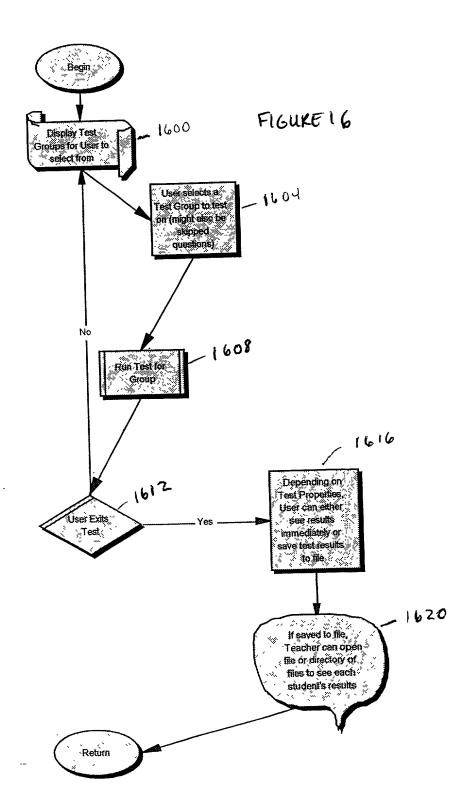
L FIGURE 14



FIGURE 15



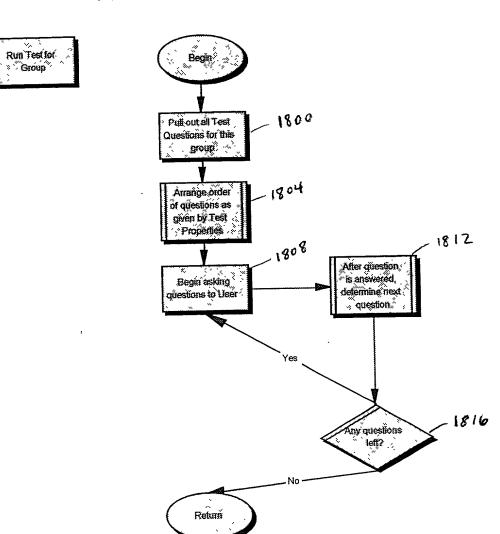




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Do Skipped Questions	Pedect Scare 19990

Figure 17

FIGURE 18



n :

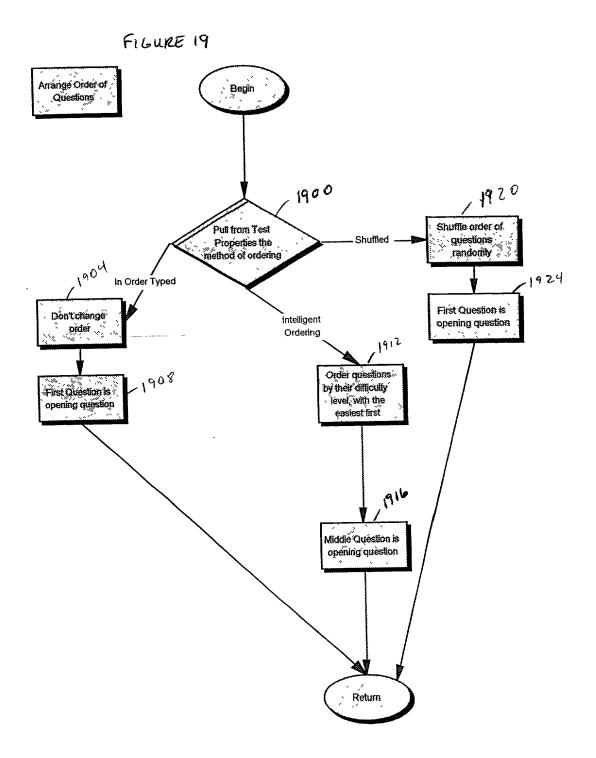
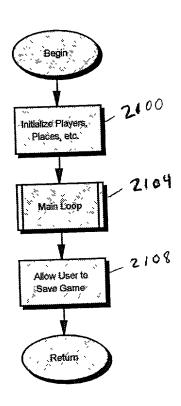
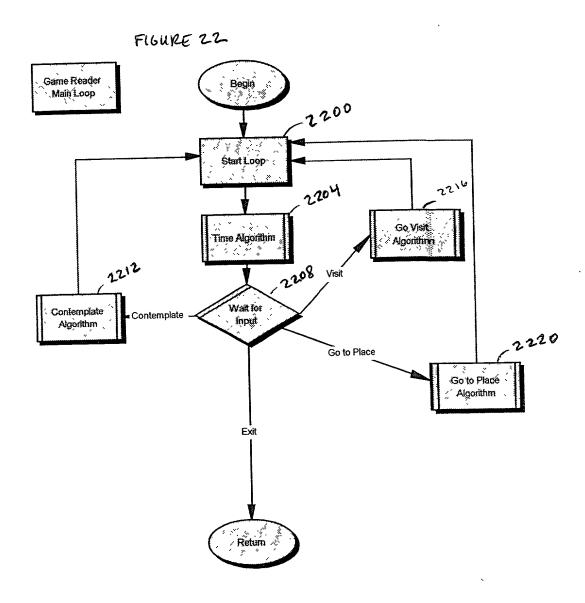
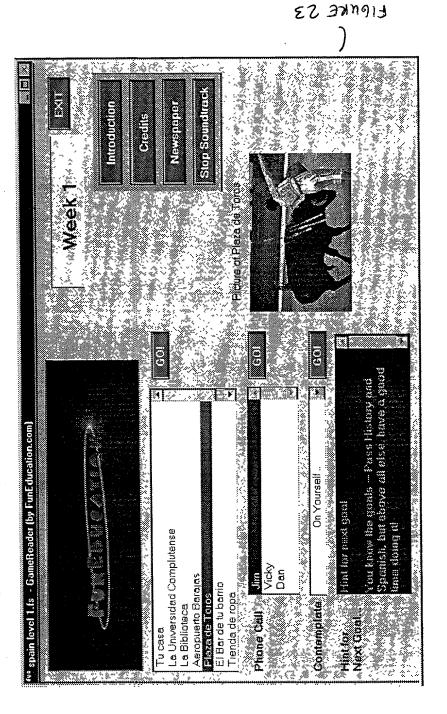


FIGURE 20 Determine Next) Begin." Question 2004 2000 Add to or subract is Test Properties set up for AutoPass AND User score, depending on if he answered has passing score? question right. wrong, or skipped 2012 is Test Properties set up for Intelligent Ordering? 2020 2016 2008 If Answered correctly, go to a more difficult question, if Set boolean to stop test Go to next question in list 2024 skipped or answered wrong, go to an easier question is there another question left? Return







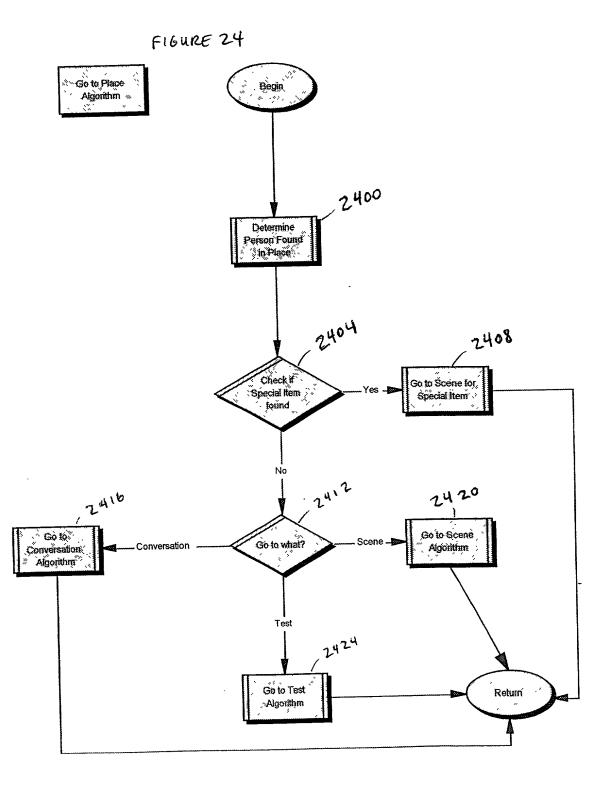
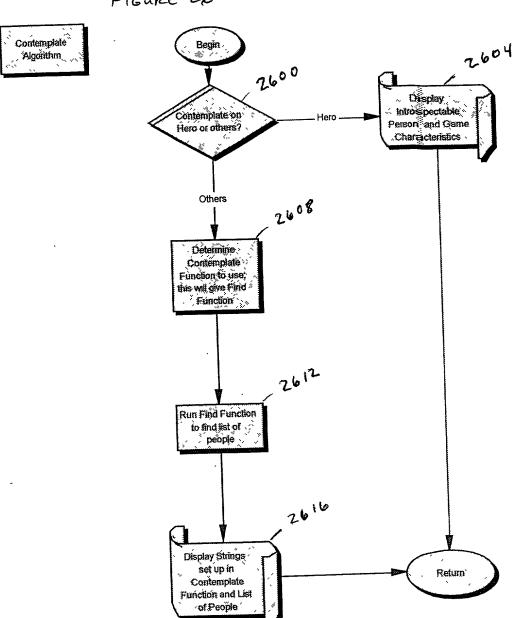


FIGURE 25 Go to Visit Begin 2504 Check if Special Item Go to Scene Algorithm for Special Item found 2508 Determine Whether to go to scêne or conversation 2512 Go to what? Go to Scene Algorithm Conversation 25 20 Go to Conversation Return " Algorithm

FIGURE 26



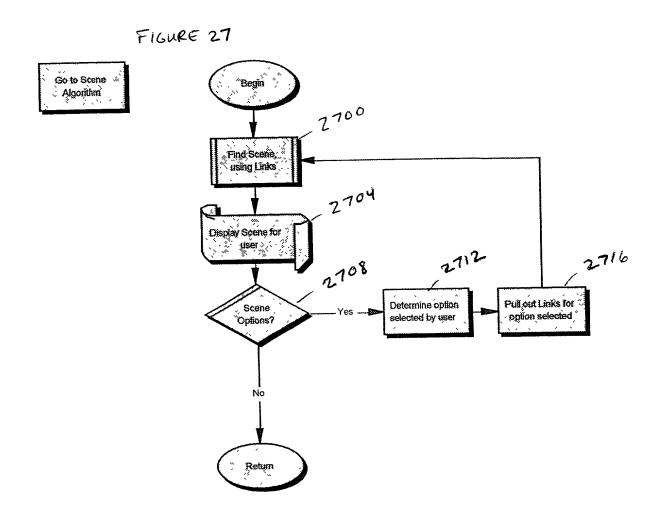
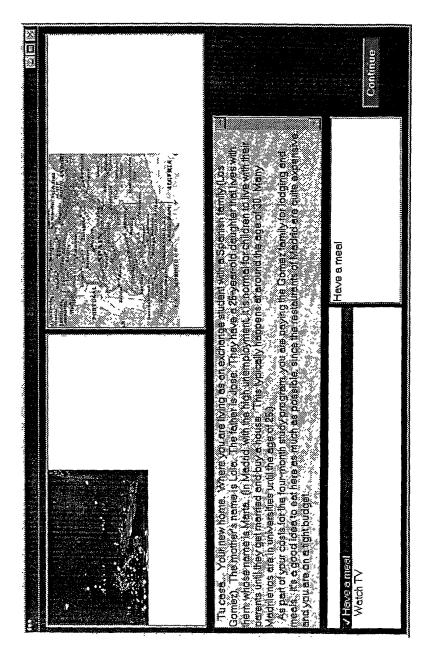
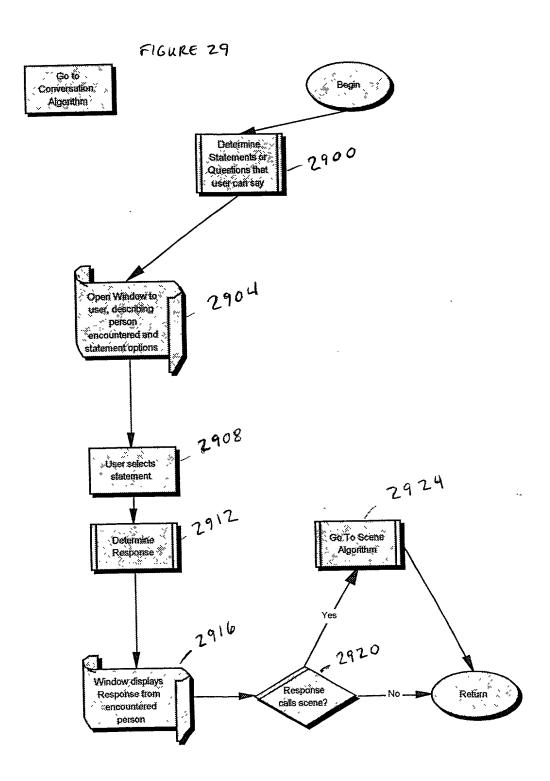


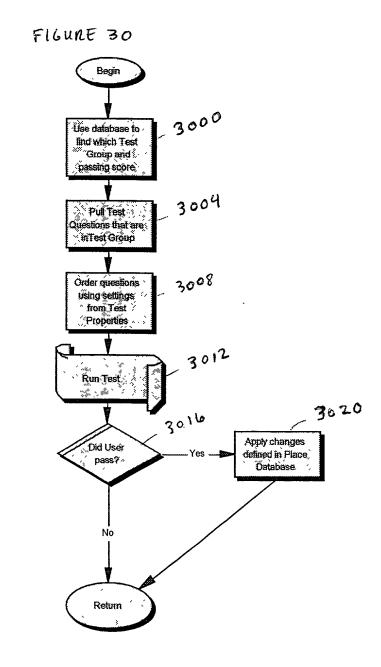
FIGURE 28

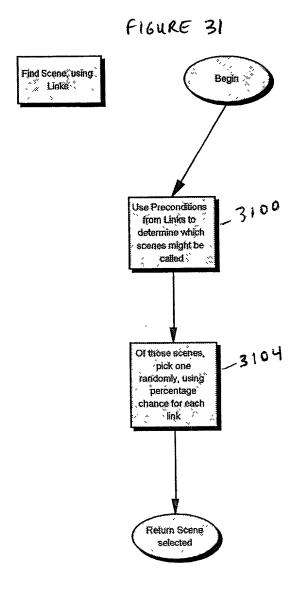


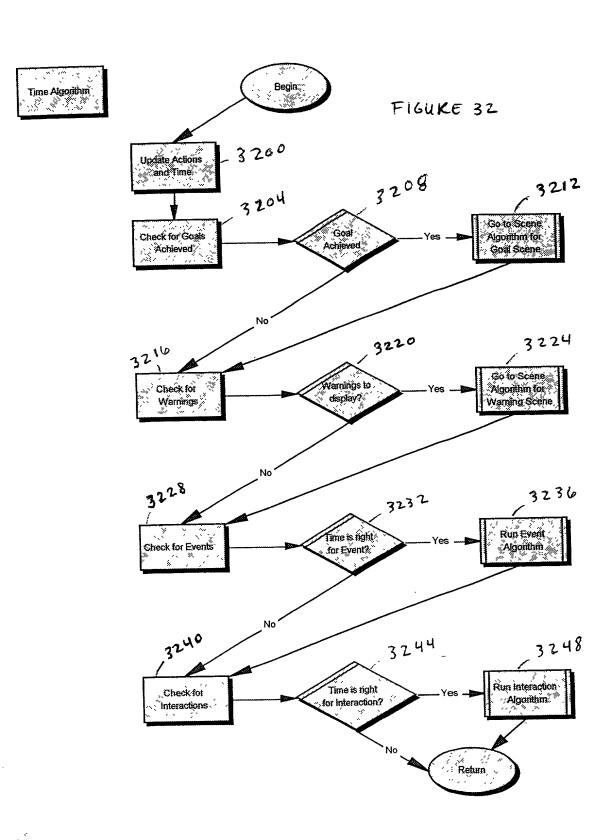


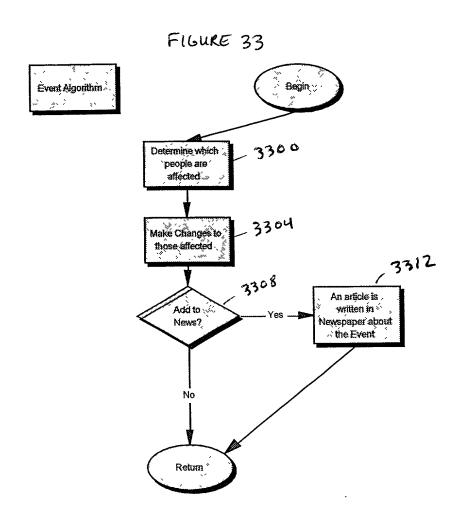
Go to Test from

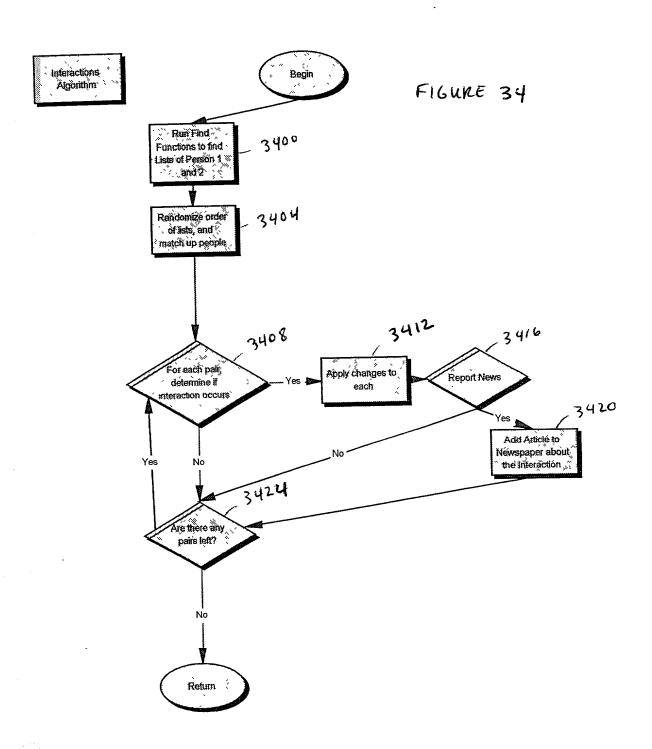
Place

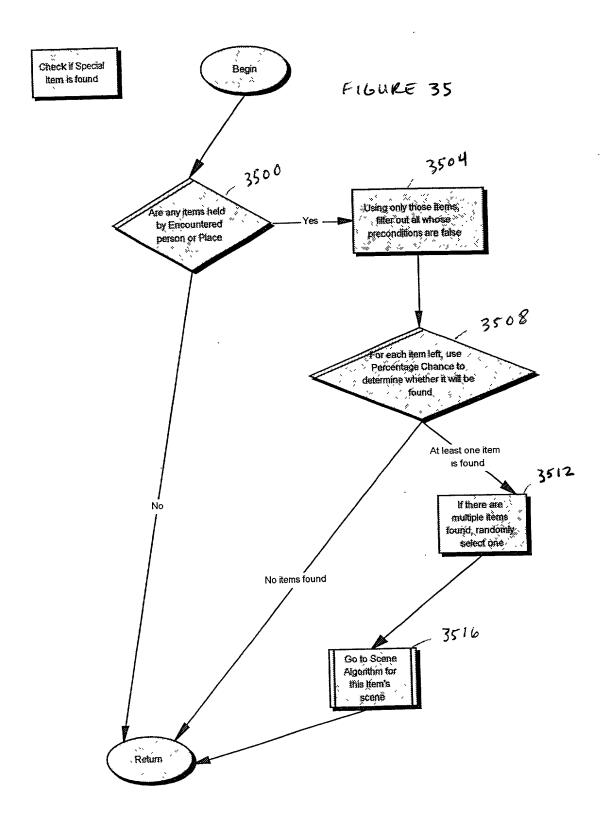


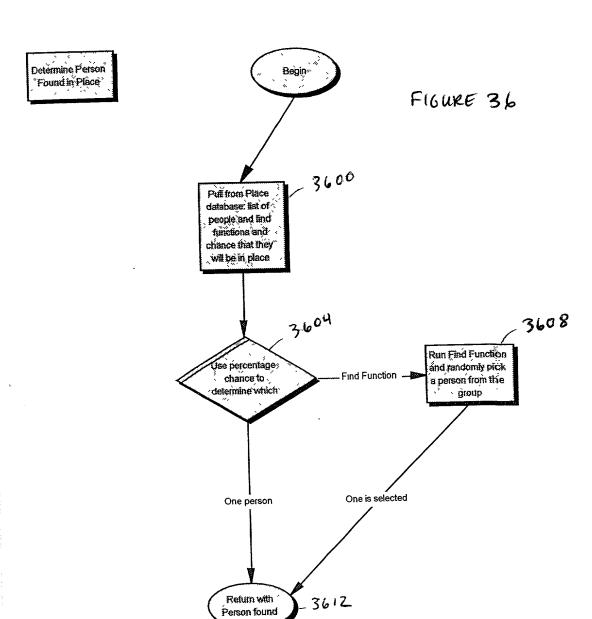


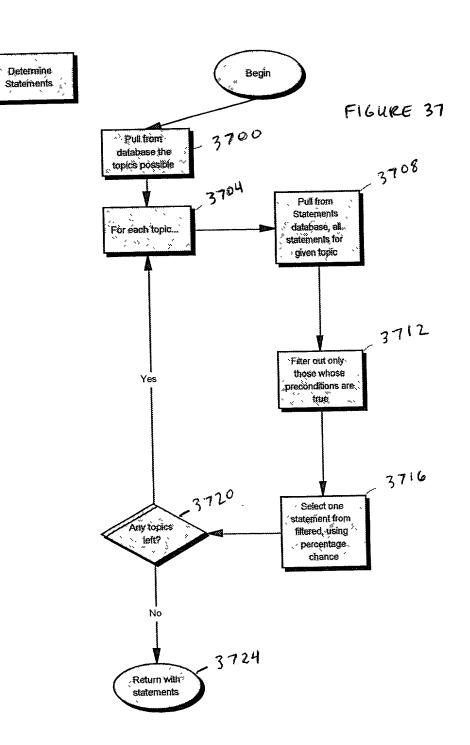












graphic Control

14 (4)

FIGURE 38

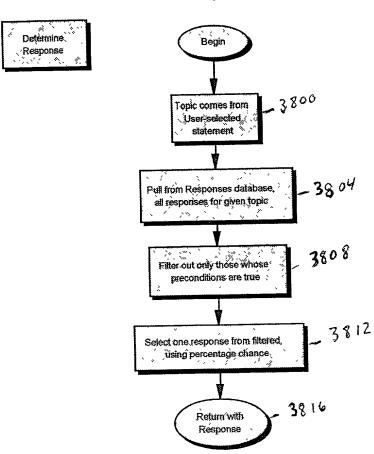


Figure 39: Simulation DB for each object

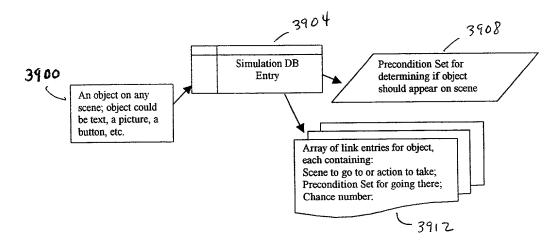
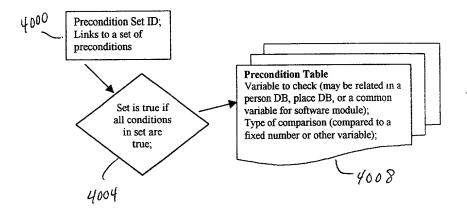


Figure 40: Precondition DB



4116 4128 The link with the range For each link, the chance An object is selected that contains the random number is evaluated; all by the User number is selected chance numbers are summed; The simulation entries Each link is put in a range from X to Y, based The link selected is used, are retrieved whether by going to a on the link's chance scene or performing an number, with X and Y action For each possible link, its preconditions are falling between 1 and the 4108 sum, and no overlap 4132 analyzed between ranges The links whose A random number is preconditions are met selected between 1 and the sum of chance remain numbers 4124 4120

Figure 41: Chance Number Application